

Amendment to the Claims:

1. (Cancelled)
2. (Currently Amended) [[A]] The method as claimed in claim [[1]] 4, wherein the objects are arranged within a fixed hierarchy in order to enable automatic suppression of objects, starting with the lowest hierarchical level, in case the display resource on the display screen is insufficient.
3. (Currently Amended) A method as claimed in claim 1, wherein the of optimizing the presentation on a display screen of objects of a user interface which can be freely positioned and scaled by means of control elements by means of a predetermined calculation rule in such a manner that the objects can be automatically changed, in dependence on object contents, selected preferred settings and available display resource on the display screen, between a minimum readable size and a selected maximum size in such a manner that optimum filling of the available display screen surface is achieved, while suppressing less important details of the object contents and while changing the mode of display of the object contents and/or the object as well as while avoiding mutual overlapping of the objects, wherein the objects are ordered in a hierarchy, an ordering of the hierarchically hierarchy of combined objects can be changed.
4. (Currently Amended) A method as claimed in claim 1 of optimizing the presentation on a display screen of objects of a user interface which can be freely positioned and scaled by means of control elements by means of a predetermined calculation rule in such a manner that the objects can be automatically changed, in dependence on object contents, selected preferred settings and available display resource on the display screen, between a minimum readable size and a selected maximum size in such a manner that optimum filling of the available display screen surface is achieved, while suppressing less important details of the object contents and while changing the mode of display of the object contents and/or the

object as well as while avoiding mutual overlapping of the objects, wherein a plurality of objects can be combined so as to form a group by means of the control elements.

5. (Currently Amended) A method as claimed in claim 4 of optimizing the presentation on a display screen of objects of a user interface which can be freely positioned and scaled by means of control elements by means of a predetermined calculation rule in such a manner that the objects can be automatically changed, in dependence on object contents, selected preferred settings and available display resource on the display screen, between a minimum readable size and a selected maximum size in such a manner that optimum filling of the available display screen surface is achieved, while suppressing less important details of the object contents and while changing the mode of display of the object contents and/or the object as well as while avoiding mutual overlapping of the objects, wherein the behavior of the objects relative to one another and the interaction of various objects with one another in relation to the display resource are taken into account.

6. (Currently Amended) [[A]] The method as claimed in claim 5, wherein objects can be automatically substituted among themselves.

7. (Currently Amended) [[A]] The method as claimed in claim [[1]] 8, wherein the objects can temporarily be displayed in enlarged form in dependence on a given trigger signal which is produced by a control element which is defined by object selection/object marking.

8. (Currently Amended) A method as claimed in claim 4 of optimizing the presentation on a display screen of objects of a user interface which can be freely positioned and scaled by control elements by a predetermined calculation rule in such a manner that the objects can be automatically changed, in dependence on object contents, selected preferred settings, and available display resources on the display screen, between a minimum readable size and a selected maximum size in such a manner that optimum filling of an available display screen surface is achieved, while suppressing less important details of the object contents and

while changing the mode of display of the object contents and/or the object as well as while avoiding mutual overlapping of the objects, wherein the contents of an object contain static information as well as dynamically variable information and/or commands and various options for processing/manipulation.

9. (Currently Amended) [[A]] The method as claimed in claim [[1]] 8, wherein respective rectangular surfaces are provided for the display of the objects on the display screen.

10. (Currently Amended) A method as claimed in claim 1, wherein the of optimizing a presentation on a display screen of static and dynamic information of the objects contents is containing medical information, notably information for patient monitoring, which objects are freely positionable and scalable by control elements using a predetermined calculation rule in such a manner that the objects are automatically changable, in dependence on object contents, selected preferred settings, and available display resources on the display screen, between a minimum readable size and a selected maximum size in such a manner that optimum filling of the available display screen is achieved, while suppressing less important details of the medical information and while changing the mode of display of the medical information and/or the object as well as while avoiding mutual overlapping of the objects.

11. (Cancelled)

12. (Currently Amended) [[A]] The device as claimed in claim [[11]] 14, wherein there is provided further including:

a control element whereby by which a trigger signal can be is generated for the brief enlargement of selected/marked objects.

13. (Cancelled)

14. (Currently Amended) A device as claimed in claims 11, wherein the for the simultaneous compressed optical display of object data on a graphical user interface, which device includes:

an arithmetic unit provided with a calculation program which optimizes the display of object data in conformity with given criteria in such a manner that optimum filling of the available display screen is achieved, while suppressing less important details of the object contents and while changing the display mode of the object contents and/or the object as well as while avoiding mutual overlapping of the objects; and

an input means which co-operates with medical measuring devices which form the statistic and dynamic information of the objects.

15. (New) The device as claimed in claim 14, wherein the arithmetic unit is programmed to optimize a presentation on the display screen of objects of a user interface which are freely positioned and scaled by control elements by a predetermined calculation rule in such a manner that the objects are automatically changed in dependence on the object contents, selected preferred settings, and available display resources on the display screen, between a minimum readable size and a selected maximum size such that the optimum filling of the available display screen is achieved.